THE OFFICIAL

SONIC THE HEDGEHOG YEARBOOK

™

WIN A MEGA-CD! IN OUR GREAT FREE TO ENTER COMPETITION

TIME 0:44
RINGS 60
SONIC × 3

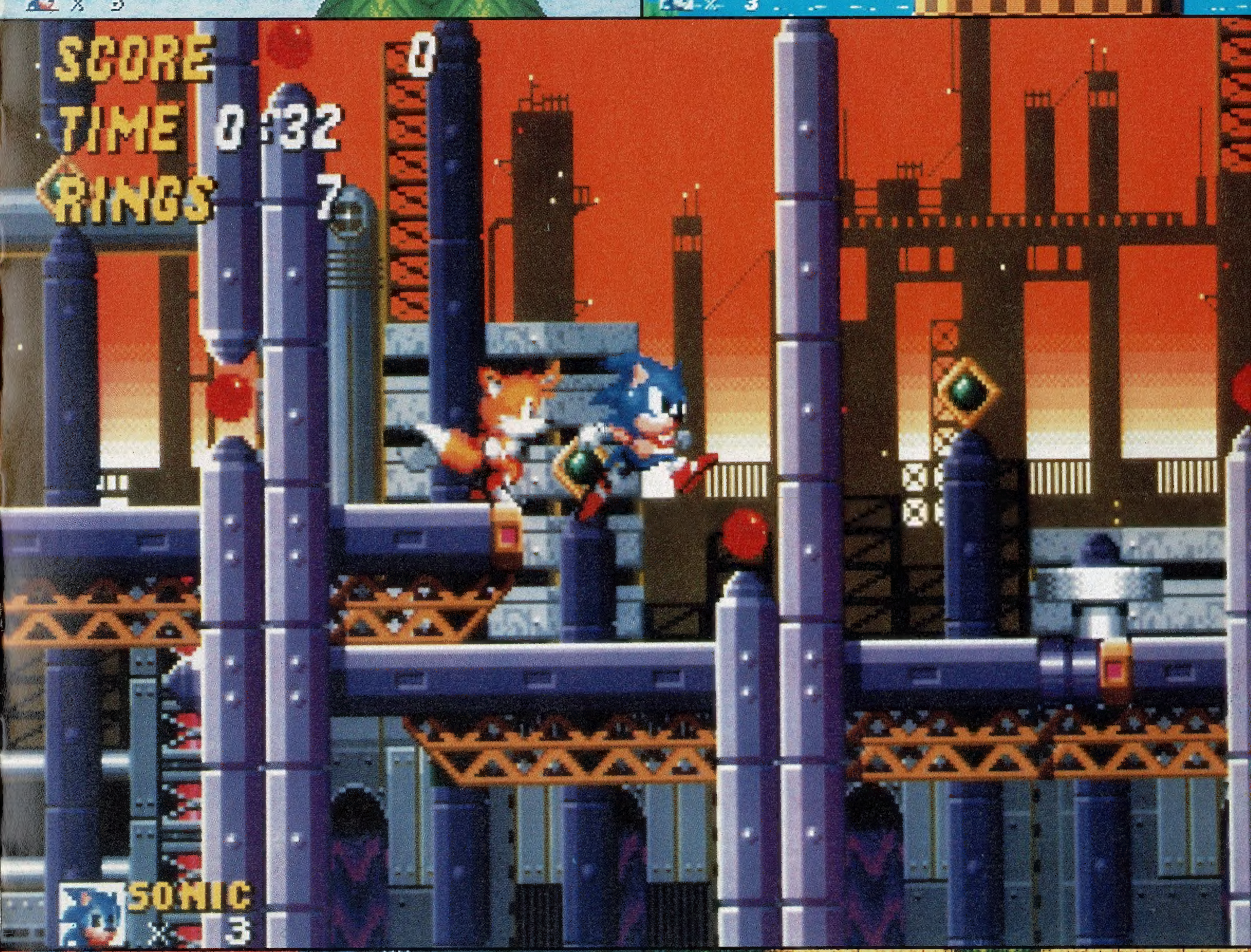
TIME 0:25
RINGS 14
SONIC × 4

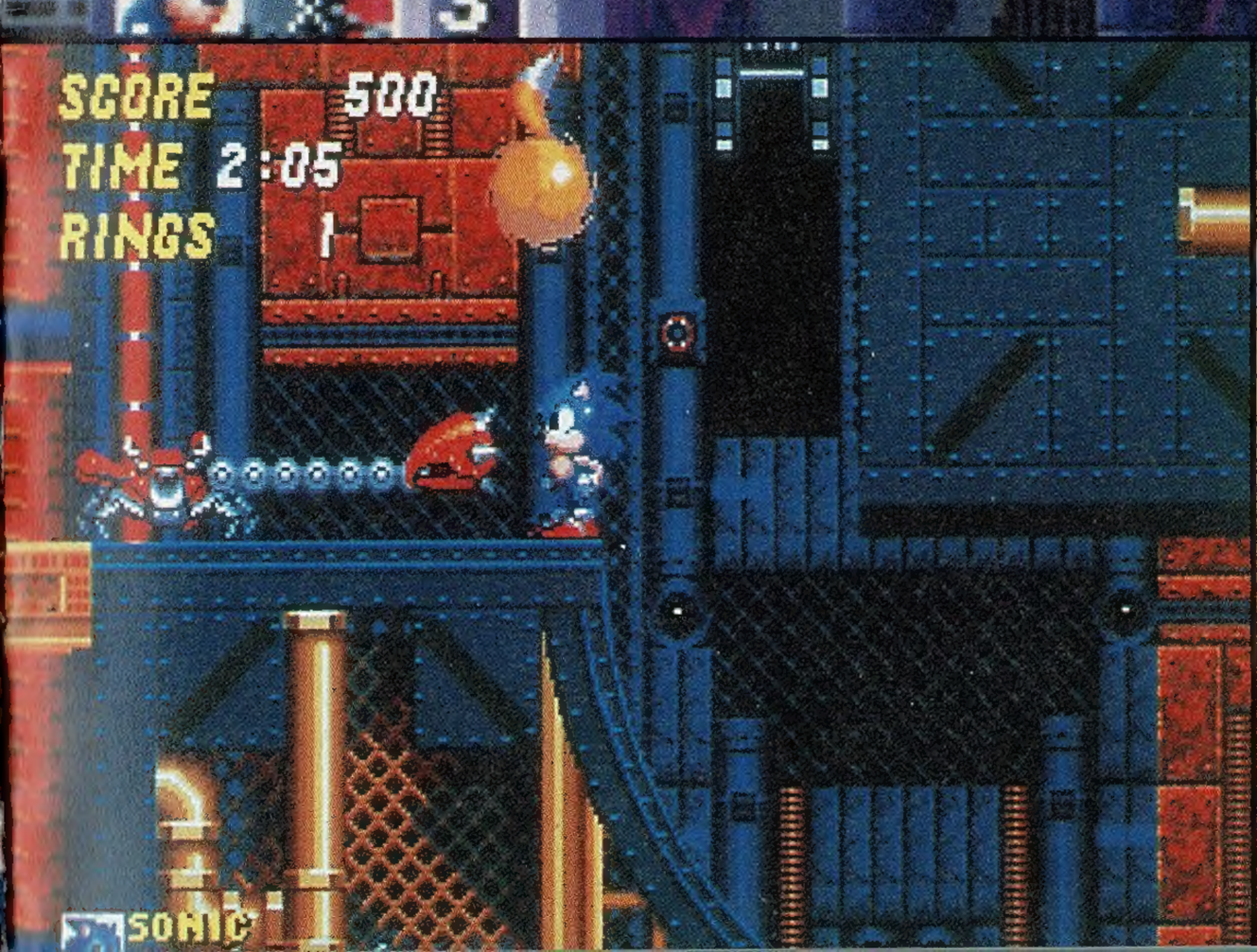
SCORE 5800
TIME 2:01
RINGS 47

SONIC × 2

SCORE 500
TIME 1:48
RINGS 3
SONIC

SCORE 300
TIME 1:37
RINGS 3
SONIC





WOOLWORTHS
212
£4.95

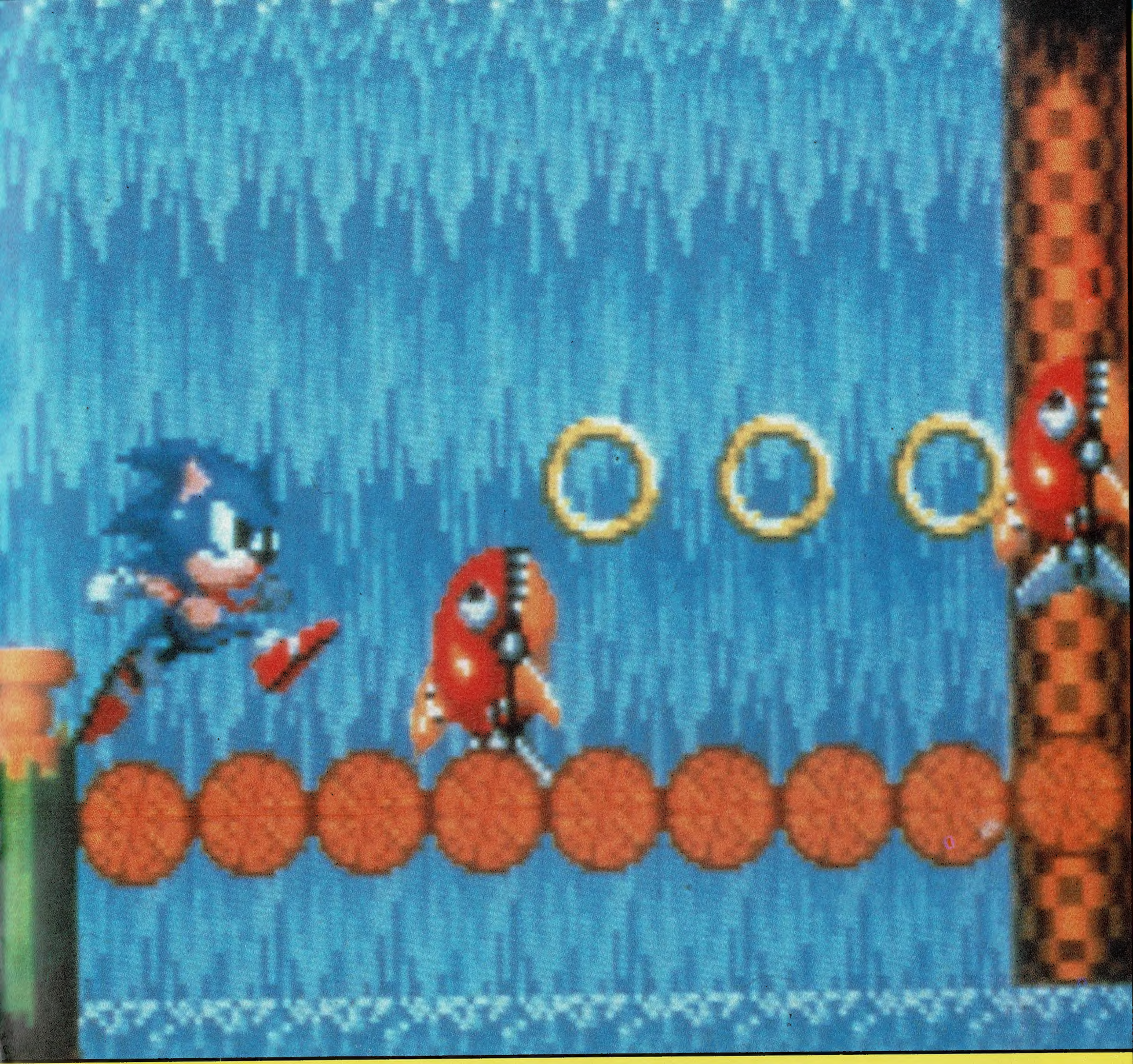
SONIC THE HEDGEHOG™

© Sega Enterprises Limited 1991.
© Sega Enterprises Limited 1992.
Licensed by Copyright Promotions Limited.

Edited by Barry Tomlinson/Creative Editorial Services

Published by
GRANDREAMS LIMITED
Jadwin House,
205/211 Kentish Town Road,
London, NW5 2JU.

Printed in Italy

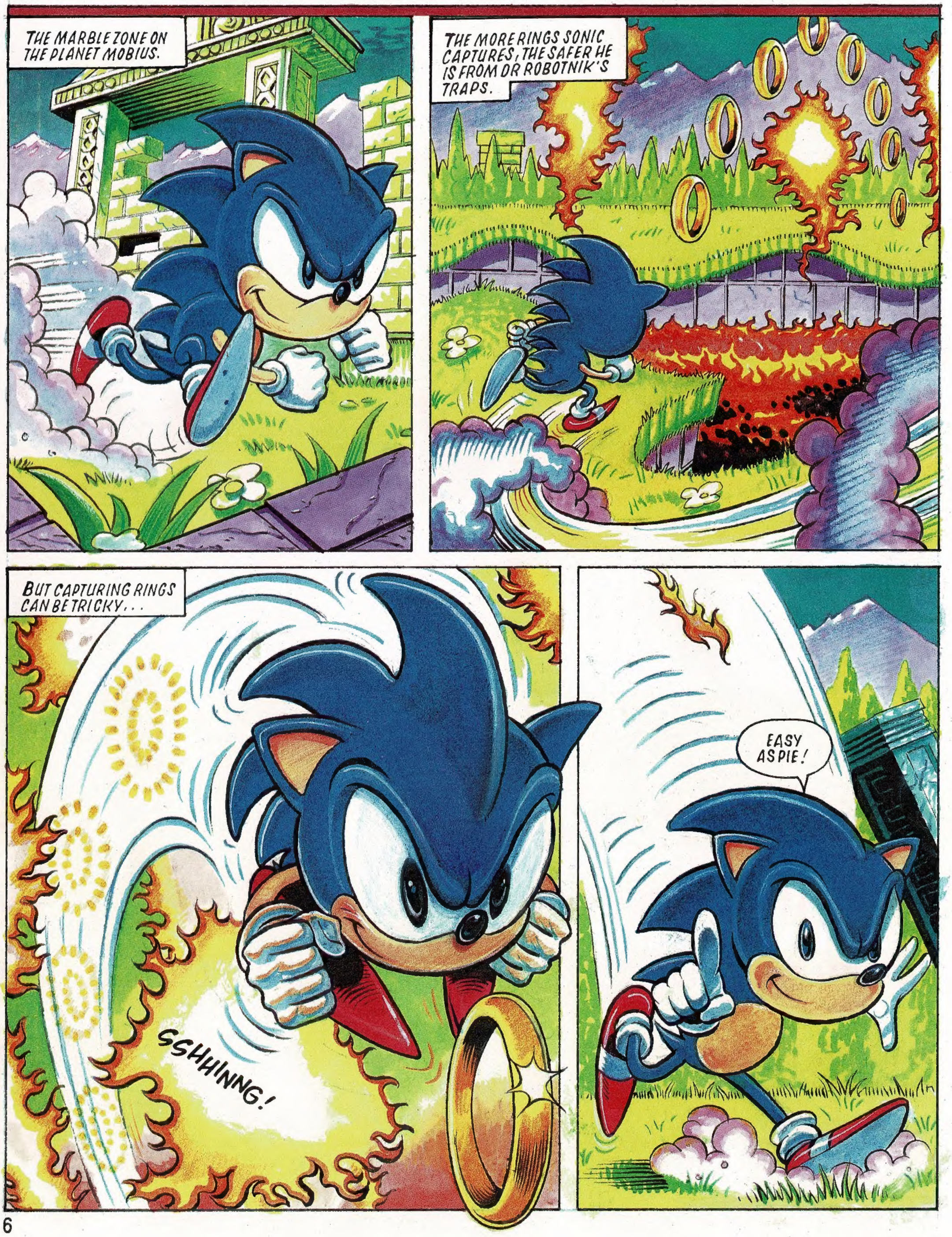


CONTENTS

CARTOON CONCERTO 6
THE SONIC INTERVIEW 14
SONIC THE BALLOON! 19
SEGA GAME SHOTS 20
SPEED DEMONZ 22
SONIC STARS 30
GUESS WHO! 32
MEGA CD COMPETITION 36
SHINOBI 38
SEGA REVIEWS AND NEWS 47
DOUBLE SONIC 53

SONIC™ THE HEDGEHOG

"CARTOON CONCERTO"


THE MARBLE ZONE ON THE PLANET MOBIUS.
THE MORE RINGS SONIC CAPTURES, THE SAFER HE IS FROM DR ROBOTNIK'S TRAPS.
BUT CAPTURING RINGS CAN BE TRICKY...
SSHHHNNG!
EASY AS PIE!

ELSEWHERE ON THE PLANET MOBIUS, IN THE LAIR OF THE EVIL DR ROBOTNIK.

YOK! YOK!

YOK! YOK! YOK!

YOK! YOK! YOK! YOK!

THIS IS FUN!

?

WHAT'S MORE, IT'S GIVEN ME AN *EGGS-TREMELY* GOOD IDEA!

WAH-HAH-HAH-HAH!

OUT OF ALL THE ***WONDERFUL*** TRAPS I SAW IN THAT CARTOON, ***ONE*** OF THEM OUGHT TO WORK ON THAT PESKY HEDGEHOG.

THIS PLAN WORKED JUST **GREAT** FOR THE CAT IN THE CARTOON...

WHEN IT **EGGS-PEDITES** THE **EGGS-PIRY** OF THAT POOR **EGGS-CUSE** FOR A HEDGE-PIG...

...I WILL INDEED BE **EGGS-ULTANT.**

MY FAKE TUNNEL ENTRANCE IS COMPLETE!

SHOO, CATERKILLERS! **SHOO**, BATBRAINS!

THAT SONIC THE HEDGEHOG IS **SUCH** A DO-GOODER...

HE'LL SPIN-ATTACK THE BADNIKS AND CRASH STRAIGHT INTO THE WALL. **THEN** I'LL HAVE HIM!

UH-OH! BADNIKS. SOME OF MY **FRIENDS** ARE TRAPPED INSIDE THOSE ROBOT CASINGS BY OL' SLOWPOKE **ROBOTNIK.**

FREE AT **LAST.** I WAS GOING **NUTS** IN THERE!

HEY-WHERE'S **SONIC** GOING?

I DUNNO... AND WE NEVER HAD A CHANCE TO **THANK** HIM.

HEY, WAIT, YOU **ULTRAMARINE MENACE**... YOU CAN'T **DO** THAT. IT'S NOT A REAL TUNNEL!

IF HE CAN DO IT SO CAN I... **UUMPH!**

CURZZE YOU, SOBBIC. I'LL GET **EEBBEN** WID YOU FOR DIZZ!

I HAVE LOTS MORE PAINT TRICKS I CAN TRY ON **SONIC THE SPEEDFREAK.**

JUST WAIT TILL HE CAPTURES THESE **PHONY GOLD RINGS...**

HE'S GONNA DO SOMETHING HE DION'T **EGGS-PECT...**

...IF I CAN...JUST... GET THIS THING... MOVING!

WHEN HE TRIES TO RUN AWAY, MY LATEST INVENTION...THE **EGG-O-MAGNET**...WILL PULL HIM STRAIGHT BACK INTO MY EVIL CLUTCHES.

BWAH-HAH-HAH-HAH-HAH!

YOU CAN **NEVER** HAVE TOO MANY GOLD RINGS.

SPROINGG!

HMMMMM!

STRANGE... THIS IS LIKE RUNNING UPHILL!

YOU CAN RUN, BUT YOU CAN'T **EGGS-CAPE!**

I **HATE** THAT HEDGEHOG!

OH, NO...THE **EGG-O-MATIC'S** ON THE MOVE!

SKIETCHHH!

YOK! YOK! THIS **GLUE** SHOULD DO THE TRICK!

THE BLUE SPIKEBALL WILL CRASH THROUGH THESE BADNIKS, THEN BE STUCK HERE UNTIL A FOUNTAIN OF HOT LAVA ERUPTS ALL OVER HIM.

I'M SO EVIL, EVEN I DON'T LIKE ME.

WON'T BE LONG NOW...

OVER THERE BY THE LAVA POOL... MORE BADNIKS.

HEY, SONIC. WATCH OUT FOR THE GLUE. IT'S A TRAP.

BUT SONIC IS MOVING SO FAST, THE GLUE DOESN'T HAVE **TIME** TO STICK.

CURSE YOU, YOU CYAN SPEEDBALL!

UH-OH! **I'M** STUCK!

RRRRRUMBLE!

PLOOOSHH!

IF I **NEVER** SEE ANOTHER CARTOON, IT'LL BE TOO SOON!

END!

What is the secret of Sonic's success? How does Sonic feel about things? Why does he like burgers and fries? Why is Dr Robotnik egg-shaped? To find the answers to these and other questions, we sent out famed Earth reporter Scoop Tomlinson to the Planet Mobius, to meet Sonic himself. The result is this exclusive conversation with one of the great SUPERheroes of our time...

THE SONIC INTERVIEW

A blue flash went past me. Fast. Very fast! It's not often you're overtaken by a hedgehog. It's very rare to be overtaken by a blue hedgehog. It's just about unique to be passed by a blue hedgehog travelling at supersonic speed! But it happened to me.

"Hold on there!" I said. There was a noise like the squeal of a hundred brakes being applied simultaneously.

The blue blur became more distinct. It WAS a hedgehog!

It was SONIC THE HEDGEHOG!

At first, I was totally overcome. I'd met celebrities from all branches of show business, but never before had I met the hedgehog himself. I gulped. "Can...can you give me a brief interview, Mr Sonic?"

The star nodded.

"F-forgive my nervousness," I stammered. "I've never interviewed a hero before..." Sonic frowned. I didn't like the look of that frown!

"I'm not a hero. I'm a SUPERhero! It's something that just happened to me. I didn't want to be great. I just am."

There was another blur of speed and Sonic vanished for a couple of seconds. Then he returned, like a jet-propelled blue rocket.

"Just been for a ten mile whizz around our location," explained the SUPERhero. "Just to make sure old Robotnik isn't hovering around somewhere. He isn't. So we can continue..."

"How did it all start?" I questioned, nervously.

Sonic sat down. "It's a long story," he said. "But I'll speed through it. Just as I speed through everything. It started like this..."

For the next one and a half minutes, Sonic told his story. The words came cascading out, like machine-gun fire. I had been warned about this and had come prepared. I recorded everything Sonic said on my cassette-recorder. I recorded all his words at normal speed. Later, I was able to play the interview on SLOW speed, which meant I could understand everything which was said. Sonic's motto is: "A tale told quickly is a tale told well!" He certainly followed the advice of that motto. Thank you to the guy who invented the tape recorder!

Here's the special, slowed-down version of our interview:

"I was an orphan. I grew up with my forest

'I'm not a hero... I'm a SUPERhero. It's something that just happened to me...'

THE SONIC INTERVIEW

'Robotnik spent a lot of time trying to capture or destroy me...'

friends in the Green Hill Zone of the Planet Mobius. Each of my friends taught me something. Things like speed, cleverness, how to enjoy burgers, fries, cola and candy bars. I learned how to develop most of the 'forest smarts'. They're the same as 'street smarts' - only better!"

SUPERhero Sonic was enjoying telling me this story. But he couldn't sit still for long. Occasionally, he sped away on a fast, few seconds, ten mile circuit, giving me time to check the recorder was functioning correctly. Then Sonic was ready to continue.

"If there's one thing I like, it's exploring. One day I tunnelled into a laboratory owned by a good dude named Doctor Ovi Kintobor. This guy was a brilliant scientist and he'd got a plan. It was a real cool plan to help the Planet Mobius rid itself of evil. The Doc invented a gadget called the Retro-Orbital Chaos Compressor. That bit of apparatus could transfer evil from one object to another!"

"Sounds useful..." I muttered, stopping when I saw Sonic glare at me, wanting to carry on with his story.

"Doctor Kintobor found the perfect objects for the transfer process. Six fantastic Emeralds, which he named 'Chaos Emeralds'. Most of the evil on Mobius is stored in the Emeralds...but they become very unstable. To make them safe, Ovi Kintobor had to find emerald number seven...the Grey Emerald, which could neutralise the violent forces in the Emeralds."

Sonic paused for a micro-second. "Don't worry...I feature more in this story later on!"

"Doc Kintobor installed Personal Computers all over Mobius, so that passing folk could input info about the Grey Emerald. His Retro-Orbital Chaos Compressor (ROCC) was standing-by to transfer the last piece of the world's evil into the Grey Emerald and stabilise things. The ROCC consisted of thousands of gold rings, that constantly flowed good feeling around the machine, as the evil was transferred."

Exit Sonic on a quick speed run, while I check the recorder's batteries.

"Now some stuff about ME!" Sonic grinned. "The good Doc and myself became pals and I used his experimental, supersonic treadmill. Running on it enabled me to build up my speed until eventually I broke the sound barrier! The Doc had to invent some special red sneakers for me, to protect my feet when I was on high-speed runs!"

Sonic examined the colour of his skin.

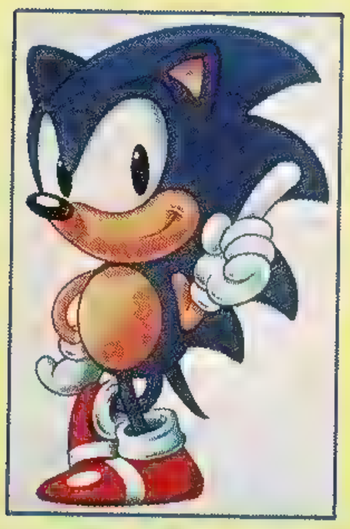
"The very first time I ran at the speed of sound, my quills and body became tempered blue-hot from the supersonic shock-waves. They've stayed that way ever since!"

"Now this is where things started to go a bit wrong. I was visiting Doctor Kintobor, who was entering some commands into the ROCC. I looked into his refrigerator to get a snack...and all I found was a rotten egg. I gave it to Kintobor to smell... and that's when it happened. Doc fed the wrong command into the system and it went berserk. The ROCC zapped the Chaos Emeralds, Doc Kintobor and the rotten egg he was holding. Some of the evil in the emeralds was transferred to the good Doc, changing him into the evil Doctor Ivo Robotnik, who at once took on the physical characteristics of the egg, growing to grotesque proportions. Then the ROCC exploded, sending its golden rings all over the planet!"

Sonic paused for another micro-second.

"It was dramatic stuff," he continued. "One second Doctor Kintobor, the next, someone very different. I looked down at the round shape that was sprawled on the floor. Even the name-tag had changed on the figure. To make sure everyone knew what had happened, it now read Dr Ivo Robotnik. Just as I was reading that tag, Robotnik woke up and started yelling at me. He was ranting and raving. Telling me how he was going to gain control of the whole planet. How he was going to launch the Emeralds into space and they would help him control the world!"

Telling that part of the story seemed almost too much for Sonic. Once



THE SONIC INTERVIEW

again, he shifted into top gear and made a very hasty circuit of the nearest mountain, his speed almost blowing the cassette-recorder out of my hand. When he returned, with no hint of being breathless, he went on with his amazing story.

"Suddenly, the evil Robotnik realised that I was the only one who knew about his transformation, and his plan for world domination. Robotnik tried to grab me...but I was too fast for him. I raced out of the lab and back to the Green Hill Zone. Folks had to be warned about what had happened!"

Sonic's words still seemed super-fast, even when I played them back at slow speed.

"From then on, Robotnik spent a lot of time trying to capture or destroy me. He placed traps everywhere. He even managed to capture my friends and transform them into robots, programmed to attack me."

I thought it was time to ask a question. Reporters are trained to do that sort of thing. "You sure were facing a tough scenario, Sonic..."

Sonic nodded at super-speed. "But there's more. Robotnik launched a psychedelic Warp of Confusion (Secret Zone) around each Emerald in orbit. That really made things tough. Remember, only the Grey Emerald has the power to neutralise the power of the Chaos Emeralds. So I had to attempt to find that Grey Emerald. I had to fight my way through all the Zones to locate Robotnik and destroy him. And I had to free my friends, of course!"

"It was a big job!" I said.

"It's a job that is still going on," said Sonic.

The SUPERhero got to his feet so fast, I dropped the cassette-recorder.

"Time to go!" he stated, preparing to speed away for the last time.

"It's been a pleasure meeting you!" I yelled after him.

"It must have been!" came the reply from the blue blur that was already almost a mile away from me.

And that is it. My meeting with the super Sonic. With the SUPERhero. He had impressed me. This blue hedgehog with the SUPERhero status, the fabulous speed and the sensational spikes. Interviewing other people won't be the same after this. For, after all, there is only one SONIC THE HEDGEHOG!

SONIC THE BALLOON!

It's a great tribute to the Superhero of Mobius that a giant hot-air balloon has been shaped to look just like him! This photo was taken at the 1993 Sega European Motor Racing Grand Prix, where the highly-successful Canon Williams team carried the full endorsement of Sonic the Hedgehog. No wonder they're fast!

SEGA

GAME SHOTS

Are you a cool dude like Sonic the Hedgehog? You'll be real cool if you can identify from which Sega games these pictures are taken. Be warned, the same game can appear more than once! Okay, game spotters, don't just sit there...get game spotting!

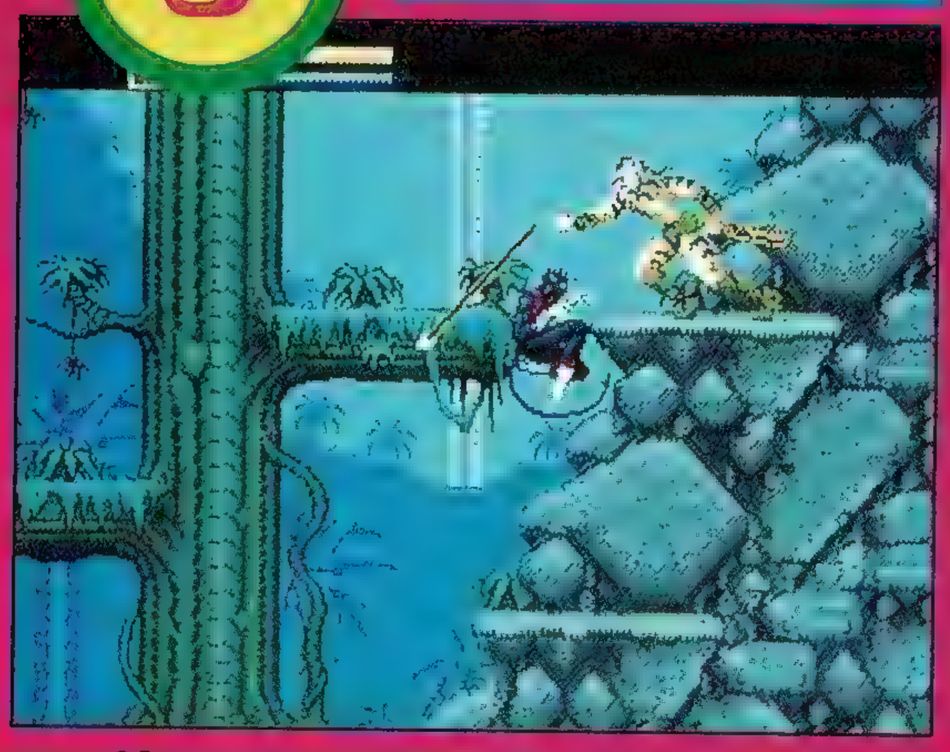
1

Questions 1 and 2: All we want is the name of the dolphin.

2

3

A spear flashes through the air. Can you name this game?



4

Things are getting hot in this game, which is called...what?

5

Palm trees and a calm sea. Are you calm enough to name the game title?

ANSWERS:

1 and 2. Ecco; 3. X-Men; 4. Tazmania; 5. Kid Chameleon; 6. Kid Chameleon; 7. Sonic the Hedgehog; 8. Tazmania; 9. X-Men; 10. Evander Holyfield; 11. Kid Chameleon.

11 No clues for this one. Just name the guy in the cool sunglasses!

10 A tough one! Name the boxer this hard-hitting game is named after.

9 Danger threatens! Are you in danger of not guessing the game?

6 Reflections in the water. Can you reflect and name this game?

7 An easy one! We want the full title of the game, for a correct answer.

8 A waterfall and lots of teeth. Game name, please...and it's not 'Jaws'!

PLANET MOBIUS. THE SPRINGYARD ZONE.

UH-OH! BADNIKS!

IT'S UP TO ME AND MY...

SONIC THE HEDGEHOG™

"SPEED DEMONZ"

...SUPER SPIN ATTACK!

WOW! THANKS, SONIC!

FRESH AIR! ISN'T IT WONDERFUL!

ELSEWHERE IN THE SPRINGYARD ZONE, THE EVIL DR. ROBOTNIK HATCHES A SINISTER PLAN...

FIRST, I DISCONNECT THIS BIT FROM THE WHEELHOUSE FLANGINGS...

THEN I SLACKEN OFF THE INTERNAL CROSS-MEMBERS...

THEN - AND ONLY THEN - CAN I INSTALL **THIS** IN MY EGG-O-MATIC FLYING MACHINE...

THE **TURB-O-BOOST!**

BWAAH- HAH-HAH-HAH!

WITH THIS DEVICE, MY EGG-O-MATIC WILL BE ABLE TO ACCELERATE EVEN **FASTER** THAN SONIC...

THEN I'LL **EGG-STERMINATE** THAT PESKY HEDGE-PIG ONCE AND FOR ALL!

WHAT A WONDERFUL DAY...

NOT A **SIGN** OF THAT OLD SLOWPOKE **ROBOTNIK...**

AIN'T **NOBODY** ON PLANET MOBIUS AS FAST AS ME.

AND EVEN IF HE **DID** SHOW UP I COULD JUST RUN **RINGS** AROUND HIM.

GOTTA GET UP **REAL** EARLY IN THE MORNING TO PULL THE RUG OUT FROM UNDER **SONIC THE HEDGEHOG!**

NOW TO PUT ON SOME REAL SPEED!

YOU WON'T EGG-STRICATE YOURSELF, THIS TIME, YOU IRRITATING LITTLE RODENT!

HUH?

AIN'T YOU *TIRED* OF EATIN' MY DUST, DR. ROBOTNIK?

YOU BLUE *SPEEDFREAK!* THERE IS NO EGG-SCAPE. I NOW HAVE *TURB-O-BOOST!*

WHAT'S THAT? SOUNDS LIKE SOME KIND OF *WASHING POWDER!*

OKAY, THAT ABOUT **DOES** IT.

NO MORE MR. NICE HEDGEHOG!

WHAT? OL' SLOWPOKE NEVER DID THAT BEFORE!

OL' SLOW— I MEAN DR. ROBOTNIK— NEVER HAD A **TURB-O-MATIC** BEFORE.

THERE HE GOES WITH THAT TURB-O-WOSSNAME AGAIN.

DR. ROBOTNIK MIGHT BE A LITTLE **FASTER**, BUT I'M BETTING HE AIN'T ANY **SMARTER.**

HAH!! I THOUGHT NOT!

WHERE'S HE GONE?

SCOPE *THIS* FOR SPEED, EGGHEAD!

OH... YOU THINK YOUR VELOCITY IS *EGGS-CESSIVE* EH?

YOU EGGS-ASPERATING BLUE *SPINY* PERSON...

PSYCHOTIC
RECKLESS
FAST

I TOO CAN BE EGGS-TREMELY "NIPPY".

WHERE'S YOUR EGGS-UBERANCE, NOW, SPIKY?

HOW DO YOU LIKE ME **NOW?**

DOC, I ONCE SAID I COULD RUN RINGS AROUND YOU.

I WASN'T KIDDING.

YIIYYY!

AAAAAAHHH!

HAAAALP!

P-THOW!

HEY, SLOW-POKE!

OUTTA GAS, OR SOMETHIN'?

VROOOMM!

BAH! I'LL SHOW THAT MACH-ONE MENACE WHAT REAL SPEED IS!

YEEARRRRGH!

THERE IS SUCH A THING AS GOING ***TOO*** FAST! HE'S DISAPPEARED OFF THE EDGE OF THE PAGE!

WANT TO BET HE'LL BE BACK BEFORE YOU GET TO THE END OF THE BOOK?

END!

SONIC STARS

When you're a SUPERstar, such as Sonic the Hedgehog, it's a natural thing that you should meet other superstars. Take a look at our selection of photographs on these first two pages, then test your celebrity-spotting powers by identifying the well-known faces on the following four pages.

On the right, Ben Volpeliere-Pierrot, from *Curiosity*, finds Sonic peering over his shoulder. Maybe to check his score!
Below, Sonic is about to show his goalkeeping skills, against ace striker Lee Chapman's powerful header. No doubt there's a supersave coming up!

Left to right: England soccer manager Graham Taylor, Sonic the Hedgehog and former England captain, Gary Lineker. A top trio of football favourites!

GUESS WHO!

★★★ IDENTIFY THE FAMOUS FACES ★★★

1

2

3

4

5

6

7
8
SEGA
MBRC
9
10

ANSWERS:

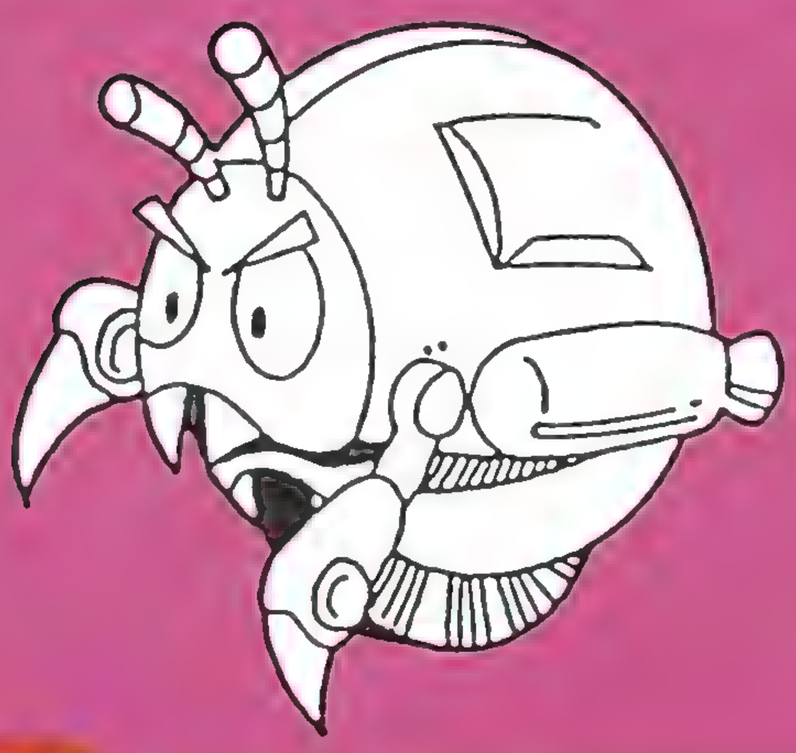
1. Manchester United star Brian McClair; 2. Brian's team-mate Paul Parker; 3. England cricket captain Graham Gooch; 4. Rugby star Rory Underwood; 5. TV personality Andy Crane; 6. Another TV star...Julian Clary; 7. England soccer personality Paul Gascoigne; 8. England captain David Platt; 9. TV presenter Andi Peters; 10. Singer Cathy Dennis; 11. There's no mistaking Michael Jackson, with Sega's UK Champion.

EXCLUSIVE COMPETITION FOR READERS OF SONIC THE HEDGEHOG YEARBOOK!

WIN A MEGA CD!

We've got a Sega Mega CD up for grabs in this freebie competition open to all readers of this Yearbook! On the Mega CD (as all you ace game-players will know) games are played on compact disc, instead of the traditional cartridge. The Mega CD system boasts: dramatically improved game images, scaling, rotation and true stereo sound. All that, plus arcade-quality graphics, 3-D animation and 360-degree rotation.

To stand a chance of winning, you need to take a look at the group of Robotnik Badniks on the opposite page. All you have to do is identify them, then say why you'd like to own a Sega Mega CD.



A

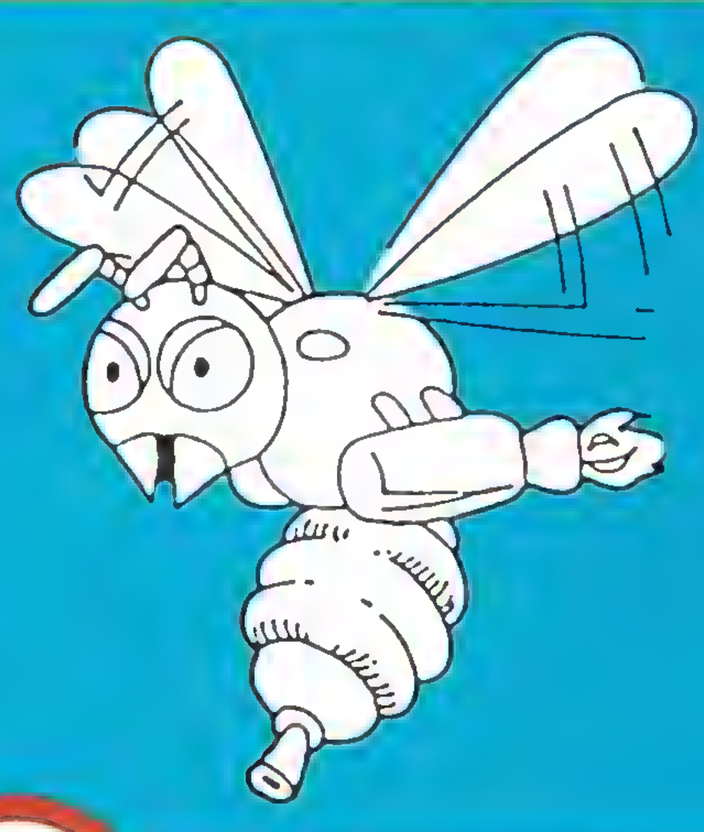
Moody
Moto Bug
Misery

B

Caterkiller
Jaws
Spike

C

Wings
Flapper
Batbrain



D

Big Bomber
Buzz Bomber
Bad Bomber

Beneath each Badnik drawing is a choice of three names - only one name is correct. When you have decided the correct names, write them on the entry coupon below. Add your name, age and address, then state in no more than 12 words why you would like to own a Sega Mega CD.

Send your completed entry to: Sonic the Hedgehog Yearbook Competition, Grandreams, Jadwin House, 205/211 Kentish Town Road, London NW5 2JU. Closing date for all entries is 28th February, 1994. The prize of a Sega Mega CD will go to the reader who correctly identifies the four Badniks and, in the judgement of the Publishers, gives the best reason for wanting to own a Mega CD. The decision of the Publishers will be final.

SONIC THE HEDGEHOG YEARBOOK. MEGA CD COMPETITION

I think the Badniks are as follows:

A _____

B _____

C _____

D _____

I would like to own a Sega Mega CD because _____

_____

_____

Name: _____ Age: _____

Address: _____

_____

SHINOBI

"THE DARK CIRCLE"

NINJA MASTER **JOE MUSASHI** IS HOT ON THE TRAIL OF THE **NEO ZEED**, THE SINISTER, RENEGADE NINJA CLAN THAT ASSASSINATED HIS TEACHER AND ABDUCTED THE ONLY WOMAN HE EVER LOVED, **NAOKO**...

ART JONES WITH HAWARD

TOKYO, JAPAN...

THE JAPANESE SYMBOL FOR "**VOID**" GIVES THEM AWAY. THE CODE NAME OF THE UNKNOWN LEADER OF THE ZEED.

THIS IS THE PLACE.

HE DOESN'T THINK HE'LL FIND **NAOKO** IN THIS BUILDING. BUT HE MAY FIND SOME CLUE TO WHERE THEY'RE HOLDING HER.

THEN AGAIN, HE MAY FIND **NOTHING** AT ALL.

SILENCE.

NOTHING HERE BUT THE RATS.

AND DUST.

MUSASHI CENTRES HIMSELF AND SINKS BELOW THE LEVEL OF CONSCIOUSNESS.

HE REACHES OUT USING THE TECHNIQUE CALLED **HAREGAI.***

BUT HE SENSES NOTHING AND MOVES ON.

* **HAREGAI** – A SIXTH SENSE DEVELOPED BY HIGHLY-TRAINED NINJA... LIKE RADAR!

A FOYER. THE SILENCE LIES THICKER IN HERE.

THERE ARE THOSE WHO BELIEVE THAT THE NINJITSU OF THE HIGHEST RANKING NEO ZEED HAS PASSED BEYOND MARTIAL ARTS AND BECOME MAGIC.

DIM-MAK, THE DEATH TOUCH. THE ABILITY TO INFLUENCE THE PHYSICAL WORLD WITH THE POWER OF THE MIND.

ALL NONSENSE.

WHOOSH!

MUSASHI DRAWS HIS SWORD, INSTANTLY READY TO DEFEND HIMSELF...

WHAAP!

THE STRIKE WAS DELIVERED BY SOMEONE WHO KNEW HOW AND WHERE TO HIT...

GROGGY THOUGH HE IS, MUSASHI'S FIRST INSTINCT IS TO DRAW HIS SWORD.

HIS SECOND IS TO GET TO HIS FEET, THE EASIER TO MANOEUVRE.

WHAP!

ALL THE TIME, HIS FUDDLED MIND TRIES TO GRASP HOW HIS ASSAILANT IS ABLE TO BLIND HIS **HAREGAI!**

HIS ONLY CHANCE IS TO RETREAT UNTIL HIS BACK HITS A WALL.

THE OLD GOOS ARE ON HIS SIDE.

A WINDOW.

SMASH!!

WITH THE SMOKE CLEARED, HIS ENEMY WILL HAVE NOWHERE TO HIDE.

WHAT? EMPTY!

IMPOSSIBLE. THERE'S NO COVER AT ALL.

YET HIS **HAREGAI** SENSES **NOTHING.**

THERE IS NO WARNING!

WMMMP!

MUSASHI IS TOO SURPRISED TO WONDER **WHY.**

IT'S ALL HE CAN DO TO STAY **CONSCIOUS.**

CAN IT BE **POSSIBLE?**

CAN THE **NEO ZEED** HAVE DEVELOPED A WAY TO MAKE THEMSELVES INVISIBLE TO ANOTHER NINJA'S **HAREGAI?**

WHAAP!

WMMMP!

WOKKKK!

BOKKK!

WITHOUT HIS INVISIBILITY TRICK, THIS ONE IS NO MATCH FOR MUSASHI'S SUPERIOR **NINJITSU.**

MUSASHI PLEDGED NEVER TO KILL A **NEO ZEED** FOE. FOR TO DO SO WOULD MAKE HIM AS BAD AS THE CRIMINALS HE FIGHTS.

IF THE NEO ZEED HAVE TRULY ADVANCED THEIR NINJITSU TO SUCH HEIGHTS, THEN THEY ARE A **FORMIDABLE** ENEMY INDEED.

BUT MUSASHI HAS LEARNED THAT IT IS DANGEROUS TO RELY ON ANY ONE ABILITY.

FOR IT IS THE **COMBINATION** OF A MAN'S SKILLS THAT MAKE HIM **INVINCIBLE...**

BUT ONLY WHEN TEMPERED BY A RELENTLESS DETERMINATION.

END!

SEGA REVIEWS

SONIC THE HEDGEHOG 2

FORMAT: MEGADRIVE
STYLE: ARCADE
MEMORY SIZE: 8MB
COMPANY: SEGA
AVAILABLE: NOW

If you haven't already tried it, get ready for some sizzling action with Sonic 2 for the Sega Megadrive! Sonic 2 features 10 new zones to battle through and there are masses of extra features that take Sonic 2 way ahead of the original Sonic. The aim is similar, in that you have to liberate your furry friends and collect seven Chaos Emeralds...BUT the Emeralds can only be collected on successful completion of an all-new, special zone. More of this later.

Sonic now has a sidekick in the form of Tails. He is a two-tailed fox, who tags along...helping and hindering Sonic in his adventures. If Tails falls behind, he can whiz back in by spinning his tails like propellers and catching up with Sonic. If Sonic gets into trouble, Tails will jump in and ram the nearest nasty...or collect rings for Sonic.

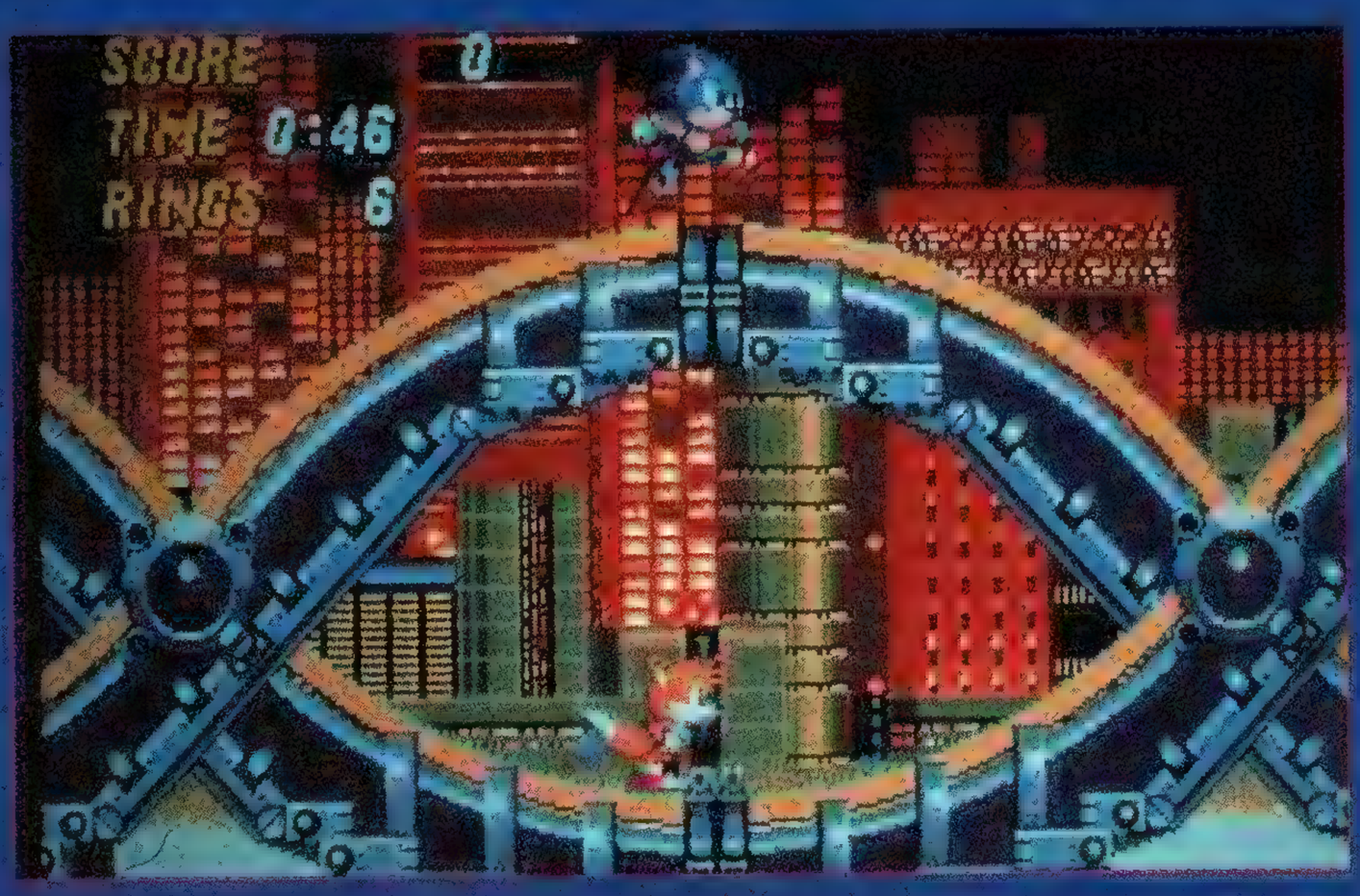
The game options allow you to choose either Sonic or Tails as your main game character or you can choose Sonic, with Tails following along behind. This can be helpful in the main stages, but it is tough in the Special Zones where Tails gets to run into aliens!

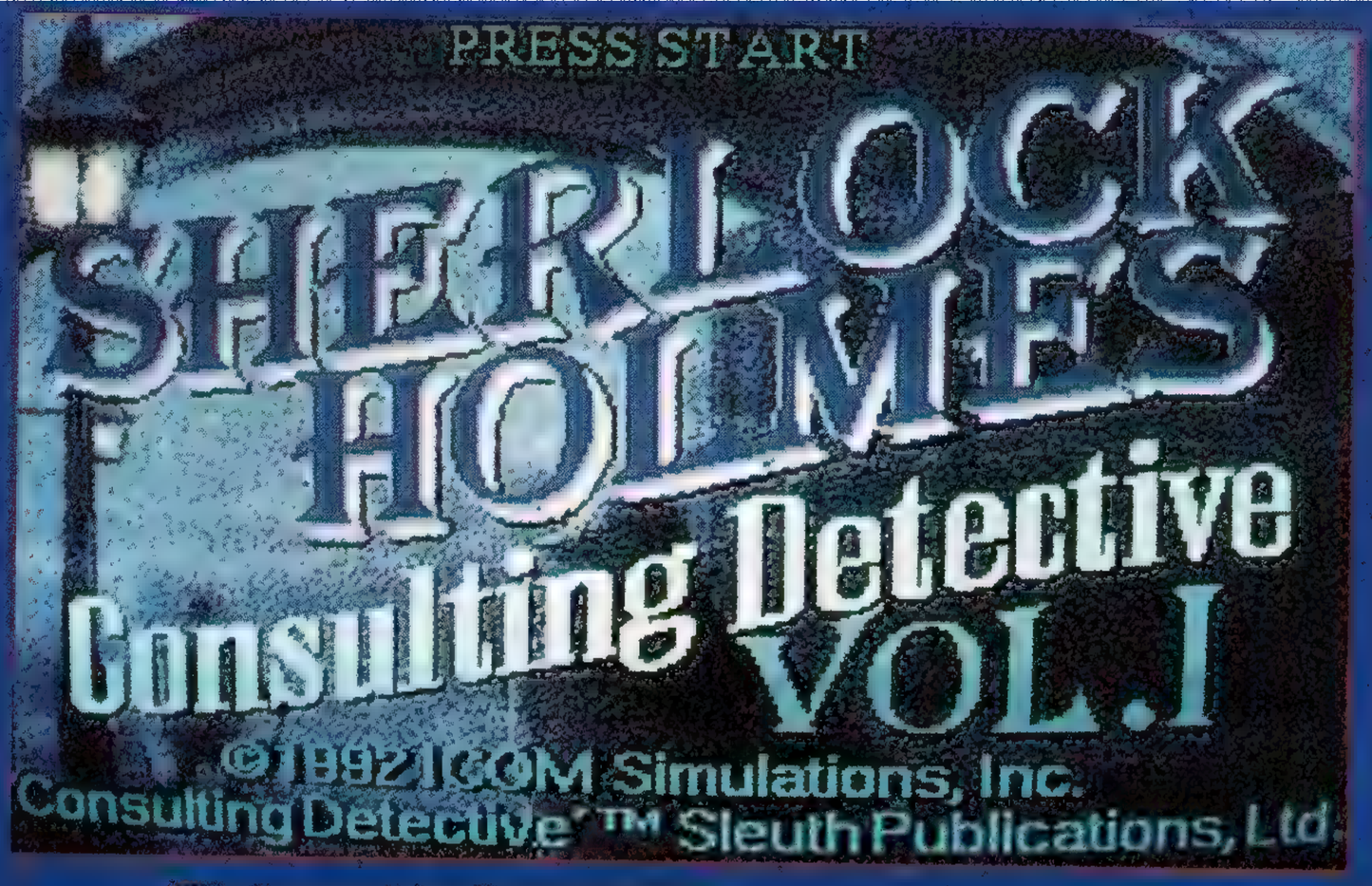
There are ten zones to work through and all new nasties to conquer. The zones include the amazingly fast Chemical Plant Zone; the very nasty underwater Aquatic Ruin Zone; the never-ending Metropolis Zone and the creepy Mystic Cave Zone.

Sonic can attack in a different way, with his Super Spin Dash. To use this, Sonic stands on the spot and spins at high speed. You can use this move to get up high walls or to pass speedy aliens. To help you along the way, there are special items hidden in TVs in each zone. They include Speed up Shoes that more than double your speed, Invincibility for a limited time, a one hit shield and rings.

To give Sonic 2 even more challenge, the programmers built in a two-player option with a split screen. You can race against a friend to see who can score most points, collect most rings and super items...or simply complete a course in the shortest time.

To get a Chaos Emerald you have to collect 50 rings and then touch a Star Post. This will warp you to the all-new special stage. This is a fun stage where you have to loop the loop going down a tunnel, collecting a set number of rings. If you manage to hit the ring targets set, you are awarded a Chaos Emerald at the end of each special stage.





SHERLOCK HOLMES
FORMAT: MEGADRIVE
STYLE: PUZZLE
MEMORY SIZE: CD ROM
COMPANY: ICOM
AVAILABLE: NOW

This is one of the first games to show the true potential of Mega CD. It has you playing Sherlock Holmes in three intriguing cases. The game starts by offering you the option to listen to a general introduction by Holmes, or by a cursory outline of the crime and what your initial lines of investigation should be.

On starting the game, you get sampled music with titles scrolling neatly along showing the three cases. You then go to a menu and you can select the case you want with Holmes' pipe as the icon. There are also options to save a current game or load a previous one, as the Mega CD has a battery back-up RAM.

This menu also allows you to learn about how to play the game, by using the icons and persons named. At your disposal is a notebook, which you can use to store details on suspects, a directory, giving you access to the London directory which has the names and details you can transfer to your notebook. The Times newspaper is a little gold mine of information and you can flick through back issues for snippets and events. If the personal touch is required, you can travel to a person or place and actually see footage of Holmes talking to suspects or quizzing Police and other useful bods.

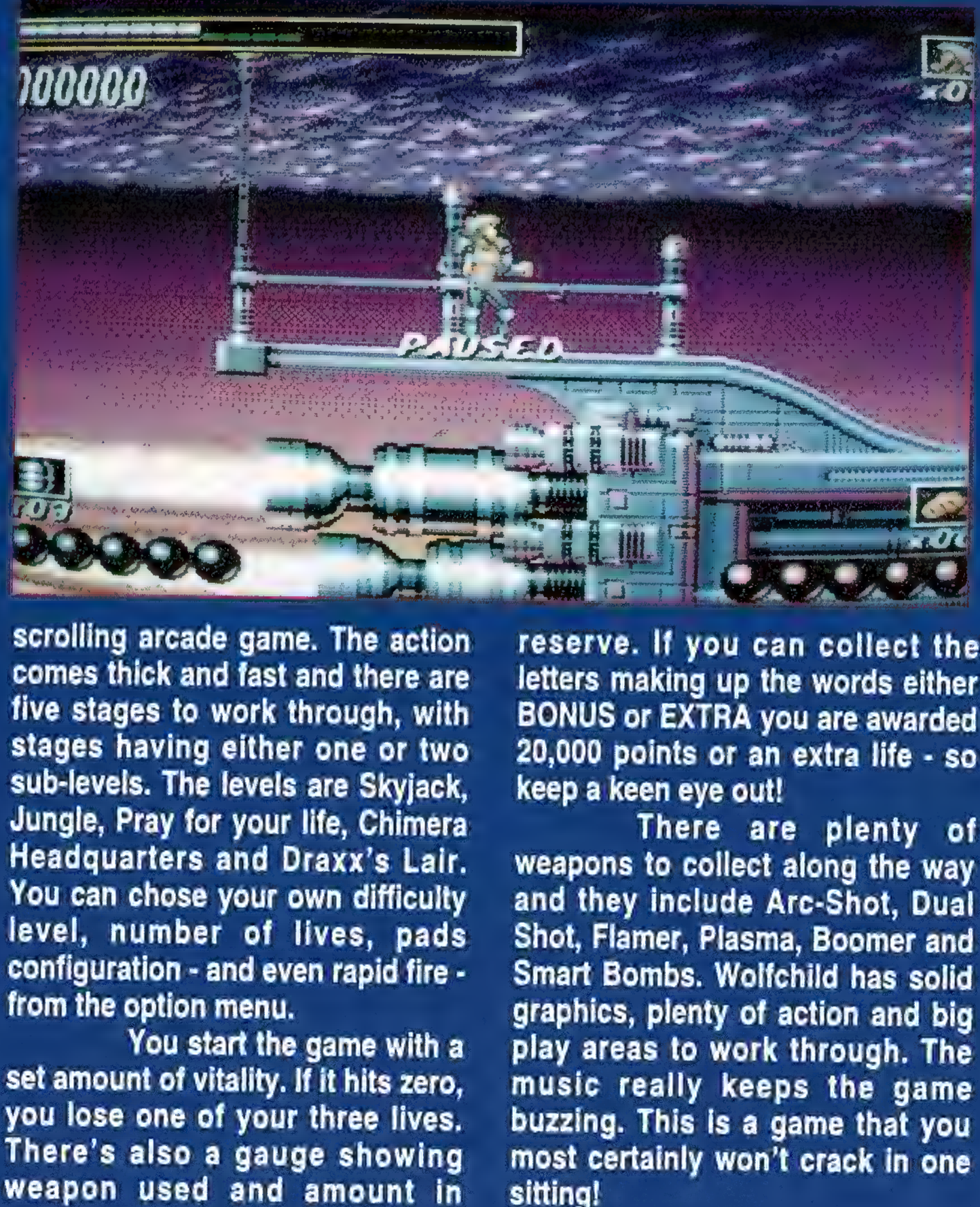
To save time, there are the Baker Street Irregulars. These boys can get the inside gen a lot quicker than Holmes. The great detective has his own files on the criminals in London and you can look back and see who did what to whom. When you feel that you have cracked a case, you can go to court and declare who you think did the murder and what their motive was.

This is a ground breaking game offering hours of challenging game play and tricky puzzles and clues to solve. The digitised footage really makes you feel that you are part of things. There are no short cuts to solving cases. You have to approach each one logically and give good reasons when you go to court.

If you have a Mega CD, this is a game well worth having! It makes you feel like a real detective!

© 1993 ICOM SIMULATIONS, INC. ALL RIGHTS RESERVED. THE TRADEMARK "CONSULTING DETECTIVE" IS LICENSED BY ICOM SIMULATIONS, INC. FROM SLEUTH PUBLICATIONS, LTD. USE OF THE SHERLOCK HOLMES CHARACTERS BY ARRANGEMENT WITH DAME JEAN CONAN DOYLE.

WOLFCHILD
FORMAT: MEGA CD
STYLE: PLATFORM
MEMORY SIZE: CD ROM
COMPANY: CORE DESIGN
AVAILABLE: NOW



Wolfchild is a futuristic arcade adventure. You take the role of Saul, young son of a brilliant professor who has developed a special genetically engineered being, who is the ultimate fighting warrior.

Saul's family is abducted by an evil gang and he sets out to find and destroy their evil empire. Saul can leap, punch, duck and even release smart bombs and psychic blasts. He can only do the superhuman feats when he has transformed into the Wolfchild.

Wolfchild is a horizontally scrolling arcade game. The action comes thick and fast and there are five stages to work through, with stages having either one or two sub-levels. The levels are Skyjack, Jungle, Pray for your life, Chimera Headquarters and Draxx's Lair. You can chose your own difficulty level, number of lives, pads configuration - and even rapid fire - from the option menu.

You start the game with a set amount of vitality. If it hits zero, you lose one of your three lives. There's also a gauge showing weapon used and amount in reserve. If you can collect the letters making up the words either BONUS or EXTRA you are awarded 20,000 points or an extra life - so keep a keen eye out!

There are plenty of weapons to collect along the way and they include Arc-Shot, Dual Shot, Flamer, Plasma, Boomer and Smart Bombs. Wolfchild has solid graphics, plenty of action and big play areas to work through. The music really keeps the game buzzing. This is a game that you most certainly won't crack in one sitting!

© 1993 CORE DESIGN LTD. © 1993 VICTOR MUSICAL INDUSTRIES, INC. © 1993 SEGA ENTERPRISES LTD. MADE IN JAPAN.

JAGUAR XJ220

FORMAT: MEGADRIVE
STYLE: DRIVING
MEMORY SIZE: CD ROM
COMPANY: CORE DESIGN
AVAILABLE: NOW

Dry those sweaty palms and get ready for some serious hard driving! Jaguar XJ220 is a full blown driving game with real adrenalin pumping action which takes you all around the world.

The introduction screens are very tasty, with arty pics of the XJ220 and some bass thumpin' music. You can choose from taking the Grand Prix or World Tour, as well as free practice runs to get a feel for the action ahead. A very neat option is the Track Editor which allows you to choose from any one of 16 countries and then actually lay out the course to your own taste! You can then save that track for racing at a future date.

The Free Practice takes you to a screen with the track from each country being rotated and scaled for your delectation, with some stats on the course. You can then practise on it to your heart's content.

To race properly, you can choose from all the tracks but you will soon find that they are best approached in a set sequence, to gain the relevant experience and road handling characteristics of your car. On choosing your track, you get to see a summary of the track conditions; a few choice words of advice from your resident course expert; prize money up for grabs and cost of entry.

You can listen to music to race to, by selecting tracks from your car's hi-fi unit. When you have had enough, you can exit and go to the race itself. You have to qualify for the main race by doing a single lap against the clock. At the end, you are shown your position on the grid in relation to the other 20 drivers, based on the time taken to complete the lap.

The main race is a toughie, with you having to slam on the brakes and hit the pedal at just the right time with other cars rolling into you from the side. If you get it right, you get to stand on the podium for a dramatic prize giving ceremony. The graphics are smooth and scaled and the music is just perfect for this driving thrash. The sound effects are good and there are digitized sound samples really encouraging you to go for it!

© 1993 CORE DESIGN LTD. © UNDER LICENSE OF JAGUAR CARS LTD. UK © 1992 SEGA ENTERPRISES, LTD. MADE IN JAPAN.

THE FLINTSTONES

FORMAT: MEGADRIVE
STYLE: PLATFORM
MEMORY SIZE: 4MB
COMPANY: TAITO
AVAILABLE: NOW

Fred Flintstone has arrived on the Megadrive, compliments of arcade giant Taito. The Flintstones is an arcade romp with the action set on a horizontally scrolling back drop.

You take the role of Fred and you have to complete set missions. These include finding a fish hook for Barney, finding Pebbles when she wanders off and finding Wilma's salt shaker! Even Betty gets to make an appearance and asks Fred to find her favourite ribbon which she lost on a train journey.

The action is varied, with you clubbing your way across seas and prehistoric terrain. The underwater sequence has you floating around taking out mean fish and flashing jellyfish. The car driving sequence will have you leaping over cliffs and collecting goodies while trying to anticipate what comes next! The goodies include food, power ups, invincibility and even flying birds that will wing you away! The graphics are superb, with cartoon-like animation.

The sound is fun and really keeps the action bouncing along. You even get the same music from the TV series and some great sound effects.

If you are having problems getting through the game then try the option menu and choose from three difficulty levels, or check out the sounds and joystick configurations to see what suits you best. This is definitely a game you should have in your Megadrive collection, as it has all the makings of a classic!

As Fred would say: "Yabba Dabba Do!"

© 1993 HANNA-BARBARA PRODUCTIONS, INC. © 1993 SEGA ENTERPRISES, LTD. MADE IN JAPAN.

SEGA NEWS

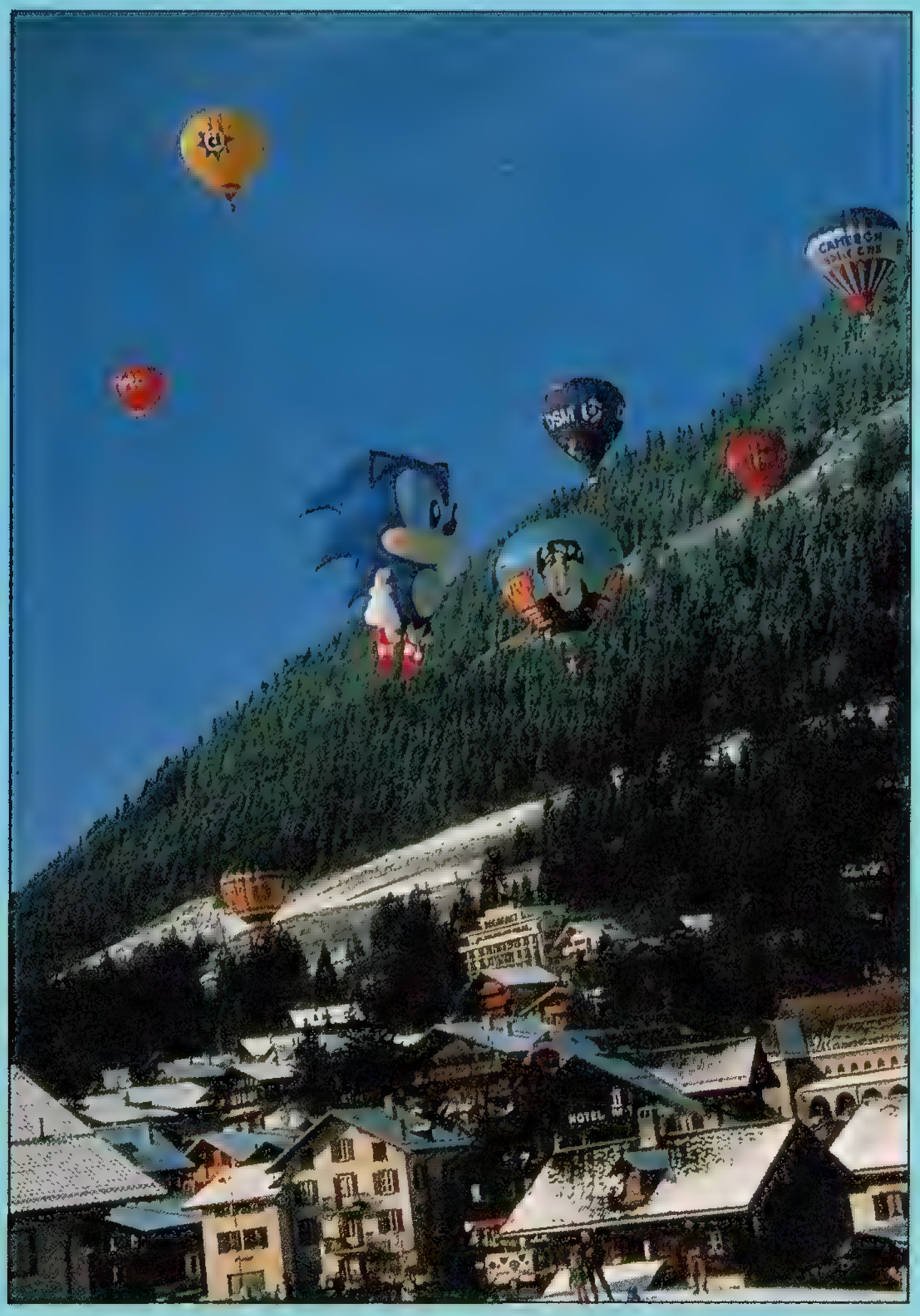
NEW 6-BUTTON ARCADE POWER STICK!

The Mega CD II, shown with the new 6-button power stick.

Prepare for some hot new action with the arrival of the new, 6-button Arcade Power Stick. This palm sweating hunk of a stick now allows you to get the most from your new games that have optional 6-button control. You can switch between three and six button games at the flick of a switch.

Its shape is similar to the old Arcade Power Stick, but it is slightly bigger, and the three extra buttons are situated in an arc across the original A, B, and C buttons. There are also sliders for rapid fire and slo-mo functions. For fighting games like Streetfighter II on the Megadrive, it is a must-buy with the possibility for more moves. It boasts a new colour scheme that has the fire buttons coloured red with the traditional tough black casing.

It should retail for around £30 and is guaranteed to give you more play for your pay!



IT'S UP, UP AND AWAY!

As you will have seen on page 19, Sega has created a monster Sonic Balloon that is over 70 feet high. Sonic takes to the skies at weekends and can be seen at balloon festivals and races all around the world.

He was built by a specialist balloon company that used mega 3-D plans and special computer generated images to design the shape and mechanics of the balloon, to make sure it would fly! Sonic made his first appearance at a balloon festival in Switzerland where he caused a storm, not to mention a few raised eyebrows!

The Sonic balloon has him in one of his classic poses with his finger wagging...so the next time you look up at the sky, don't be too surprised if you see Sonic floating by!

MEGADRIVE DESIGN CHANGES!

Sega are launching a new Megadrive console. The Megadrive II is basically the same as the current Megadrive, except for a number of new design features. The new console will have a new, smoother, sleeker shape. The Power and Reset buttons will be on top of the unit and be coloured red.

At the back of the console, there will only be a power socket and a Audio/Video port. The Audio/Video port allows hook up to standard televisions, as well as more specialist monitors capable of AV input and arcade quality RGB pictures. The headphone socket will disappear and stereo sound can be taken from the Audio/Video port with a special cable.

Joypad ports remain to the front of the console and it can be connected to the Mega CD II by a recessed connector on the right hand side.

As if remodelling one piece of hardware was not enough, the Mega CD was also due a face lift. It has been streamlined like the Megadrive. It is thinner and has a distinctly futuristic style. The buttons are modelled in the same colour as the Megadrive and differences are also quite cosmetic. That is the new version in the photo on the opposite page.

The main change has been with the way users get access. There is a pop-up lid, as against the original sliding drawer. There is a red LED to show when the disc is being accessed and

the Mega CD logo has been stamped into the lid of the unit. Unlike the original Mega CD, the new Megadrive slides in from the left on a moulded plastic base rather than being top-mounted. To ensure no upgrade problems, the new Mega CD has a special extender and edge connector so owners of the original Megadrive can mount their console on the new Mega CD. All Mega CD titles that run on the original Mega CD will be fully compatible with the new design.

STREETFIGHTER II FIGHTS IT OUT ON MEGADRIVE!

OK! Grease up those palms and get ready for the ultimate fighting challenge! Streetfighter II is heading for a Megadrive near you! The classic Capcom fighter has been converted to the Sega 16-bit flagship with plenty of extra features.

The Megadrive version, called Streetfighter II Champion Edition, has all the usual arcade graphics and sound. All the same character voices and some original music. To show the real processing power of the Megadrive there are also new features. Goodies include World Warriors tournament and the character v character mode. You can even chose the colours of the players' clothes and take the part of the bosses in battle. The eight characters in the game have new moves and the game itself actually plays faster than the arcade original!

To make sure you get the most out of your Streetfighter II game, Capcom has configured it to work with the special Sega 6-button controller. You can do three and four button moves with the greatest of ease now and mix the fighting combo moves between punches and kicks. The ordinary three buttons (A, B, C) give you the ability to do kicks while the extra three buttons (X,Y, Z) are for those heavy duty punches.

As you can see from the pictures, it is one hot translation from the coin-op and was well worth the wait.

PLANET MOBIUS. THE GREEN HILL ZONE. REFRESHMENTS...
HAVEN'T SEEN ANY OF MY FRIENDS AROUND LATELY. BETTER GO CHECK THEY'RE ALL RIGHT...
MUNCH MUNCH
COLA
YO! HERE COMES A MEGA HERO!
NO SIGN OF THEM. I'M GETTING A BAD FEELING ABOUT THIS!
AT LEAST I CAN PICK UP A FEW RINGS ON THE WAY...
TOOM! TOOM! TOOM!
...WHILE YOU READ THE TITLE!

SONIC THE HEDGEHOG™

"DOUBLE SONIC"

EVEN UP HERE I CAN'T SEE A FRIENDLY FACE...

...BUT I CAN SEE A MOTO BUG, ONE OF ROBOTNIK'S BADNIKS!

FIXED IT GOOD!

ZAP

THANKS, SONIC... ROBOTNIK'S GOT A WHOLE HEAP OF US IMPRISONED IN A METAL TANK, AT THE EDGE OF THE ZONE!

THEN THAT'S WHERE I'M HEADING...

SEEYALATERBYE!

CRUMBLING CLIFF! GOT TO PUT ON THE BRAKES!

SCREEK!

TOO LATE!

SPRING PLATFORM!

BOING!

A BUZZ BOMBER!

P-TOW

CLOSE!

RADICAL! THAT'S PUT IT OUT OF ACTION ONCE AND FOR ALL!

P-TOOM!

THANKS, PAL!

THERE'S A MASS OF OUR FRIENDS TRAPPED IN...

I KNOW... FLICKY TOLD ME ALL ABOUT IT!

I'M ON MY WAY TO THE BIG RESCUE SCENE!

THIS IS WHERE MY FRIENDS ARE IMPRISONED...

OKAY, PALS... OUT YOU... NEEARRGH!

PA-TAM!

BWAAH-HAH-HAH! EGGS-CELLENT! MY BOOBY-TRAP WORKED TO PERFECTION!

THIS IS EGGS-CITING! NOW TO FLATTEN THAT SPIKED RODENT ONCE AND FOR ALL.

ROBOTNIK!

THINGS AREN'T ALWAYS WHAT THEY SEEM, HEDGEHOG!

BAM!

NO FAT GUY IS GOING TO HURT MY FRIEND...

TAILS TO THE RESCUE!

YOU ALL RIGHT, PAL?

I'M TOTALLY STOAKED* YOU SAVED ME, TAILS. LET'S MAKE A FAST EXIT!

*TOTALLY STOAKED = VERY HAPPY!

I GOTTA MEAN, KEEN THING TO BUILD...

WHAM

BAM

THUMP

WHERE IS THAT BLUE RAT-THING?

SHOW YOURSELF, RAT!

YO! HERE I AM! AND I'M NOT A RAT, RAT. I'M A HEDGEHOG!

WHATEVER YOU ARE, YOU'RE ABOUT TO BE A SQUASHED SOMETHING OR OTHER! BWAAAH! HAAAH-HAAAAH!

MISSED! YOU'RE *LAGGING, EGGY!

*LAGGING = SLOW.

BUT ME, I TRAVEL AT MACH VELOCITIES!

NEARGH!

POW!

NOW LET'S GET UP TO SUPER-SUPER-SUPER-SONIC MODE!

WH-WHERE IS THE HEDGEHOG? HE'S NOTHING MORE THAN A BLUE BLUR...

N-NOW HE'S JUST VANISHED!

WAIT! THERE HE IS!

...AND HE'S JUST WAITING TO GET WHACKED!

THIS TIME I'VE GOT HIM!

SMASH!

EXIT SONIC THE HEDGEHOG... SMASHED TO PIECES!

SORRY TO DISAPPOINT YOU, DOC... BUT THAT WAS NOTHING MORE THAN A CARDBOARD CUTOUT I JUST MADE!

MEET THE REAL ME!

THIS SHOULD CAUSE YOU TO BLOW A FEW FUSES!

N-NO...

WHAM!

TOTALLY WILD!

P-TOOOM!

EXIT THE BAD GUY!

YOU WERE RIGHT, DOC... THINGS AREN'T ALWAYS WHAT THEY SEEM!

THIS IS WHERE ROBOTNIK PUT OUR FRIENDS, SONIC. IN THIS HUT! BUT THERE'S NO KEY...

ZOOM

WHO NEEDS A KEY... SUPERSPEED WIND-POWER WILL DO THE TRICK!

WOOOSH!

THANKS, SONIC!

THIS IS WHAT YOU CALL A HAPPY ENDING, FOLKS!

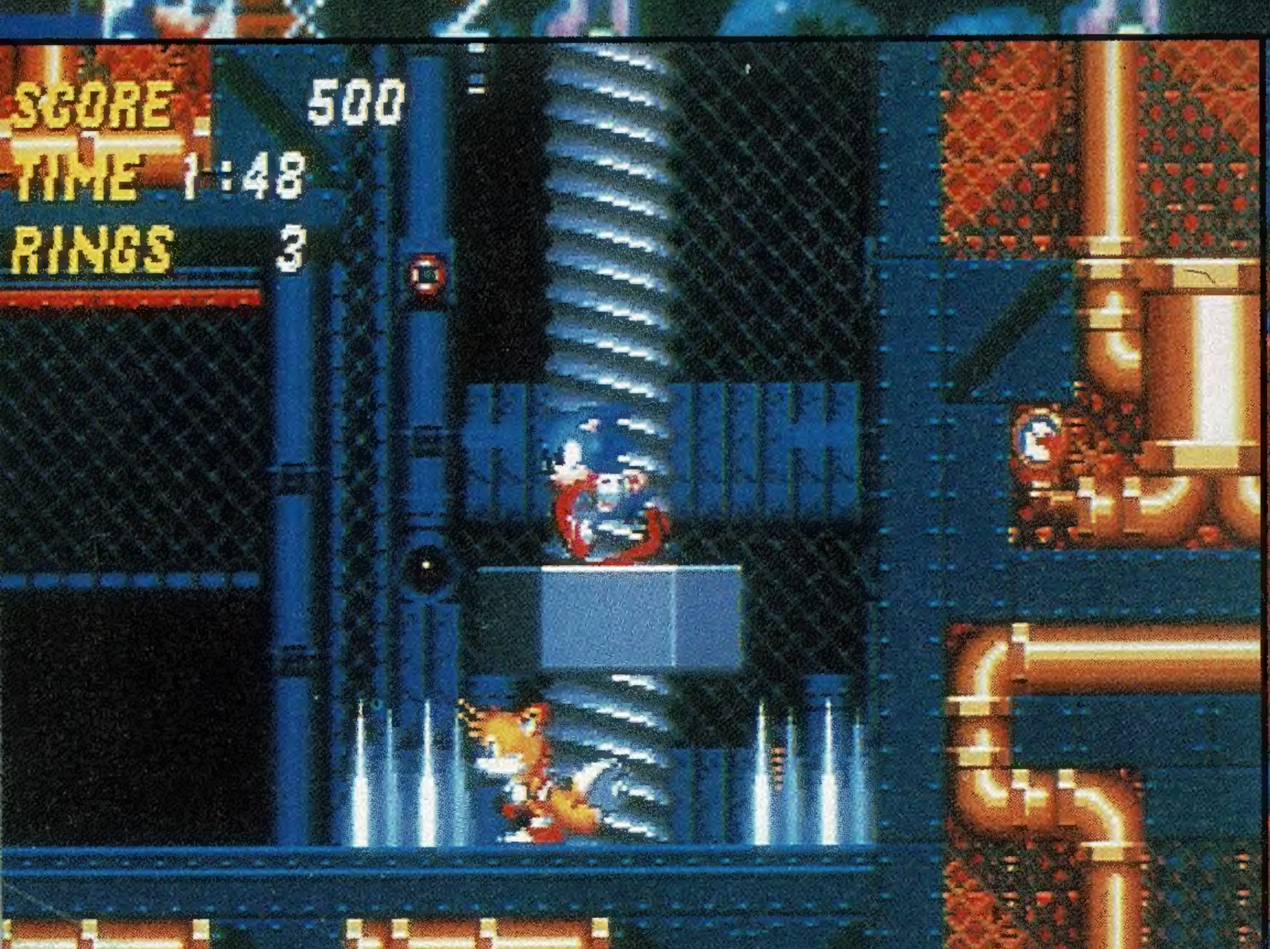
'BYE FOR NOW... I GOT TO BE JAMMIN'!

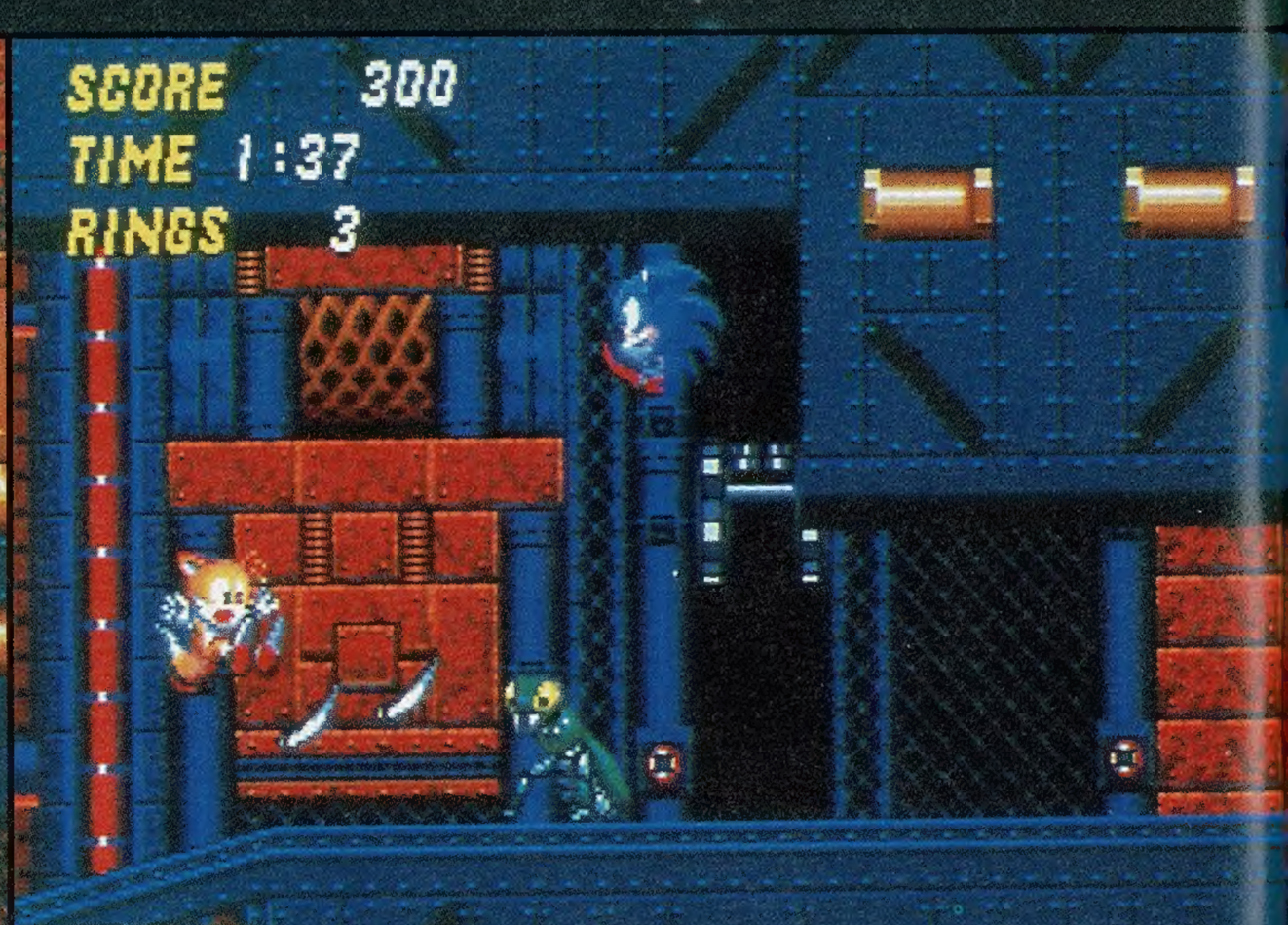
END!

SCORE 100
TIME 0:44
RINGS 60
SONIC
× 3

TIME 0:25
RINGS 14
SONIC
× 4

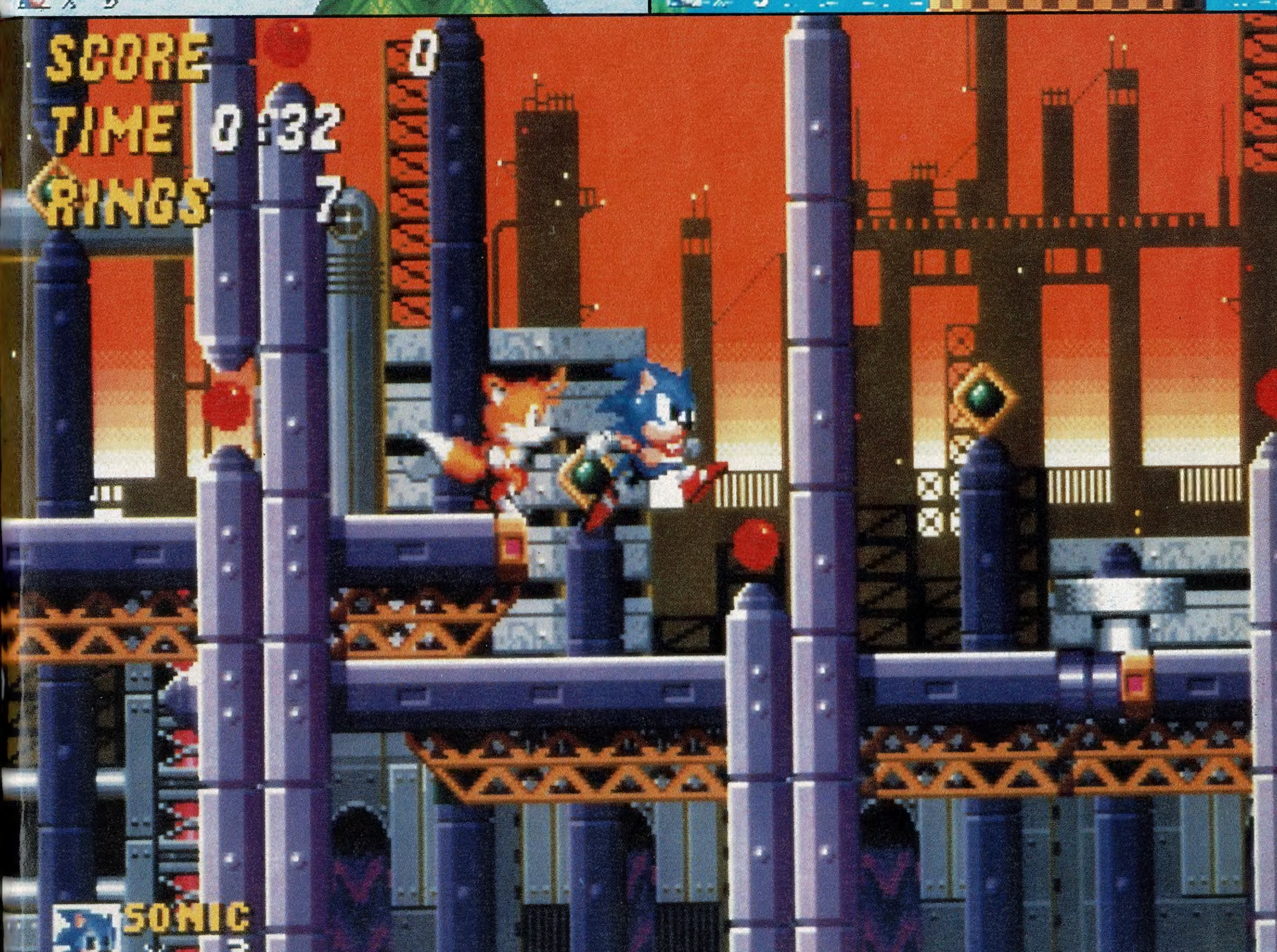
SCORE 5800
TIME 2:01
RINGS 47
SONIC
× 2

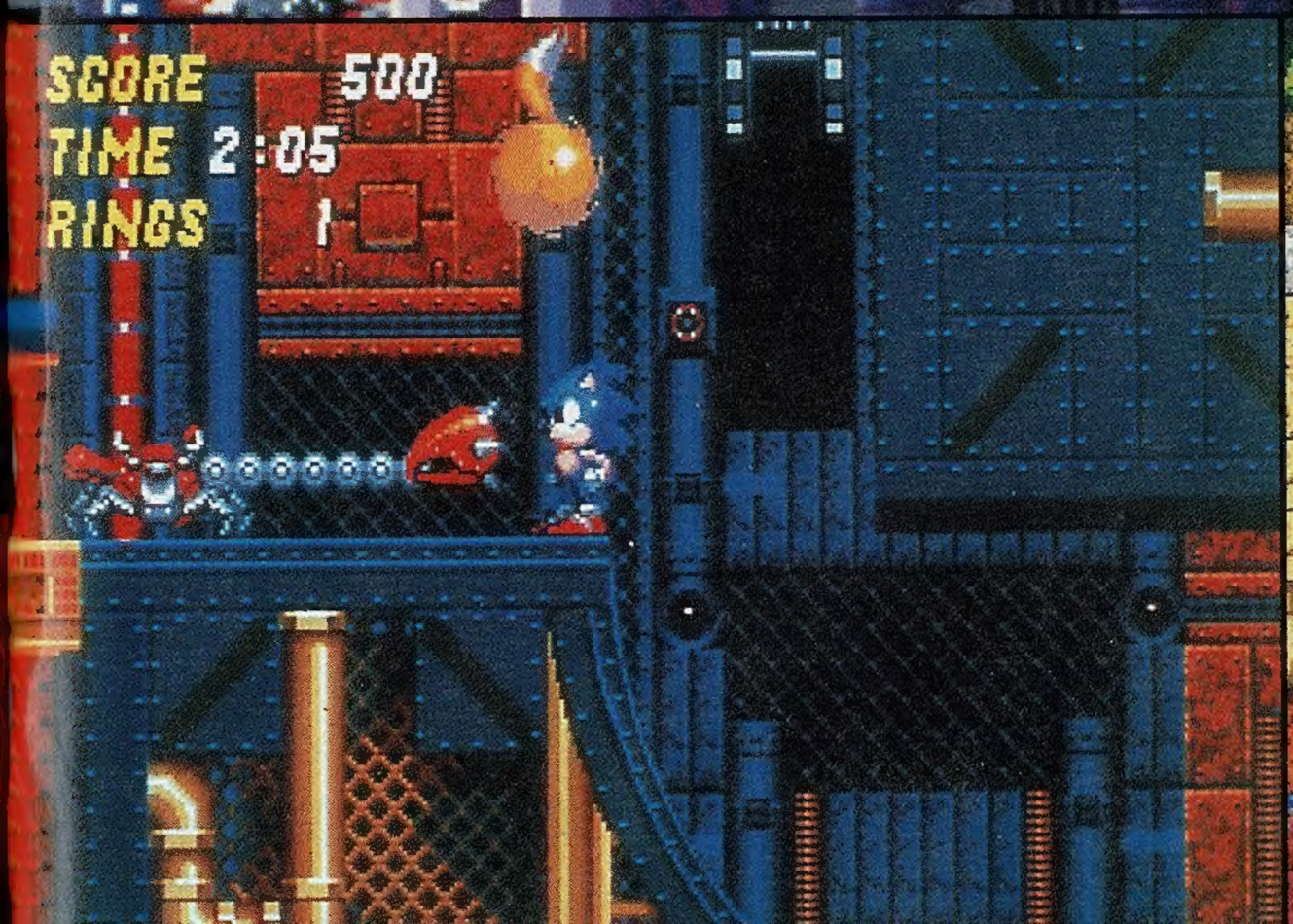

SCORE 500
TIME 1:48
RINGS 3

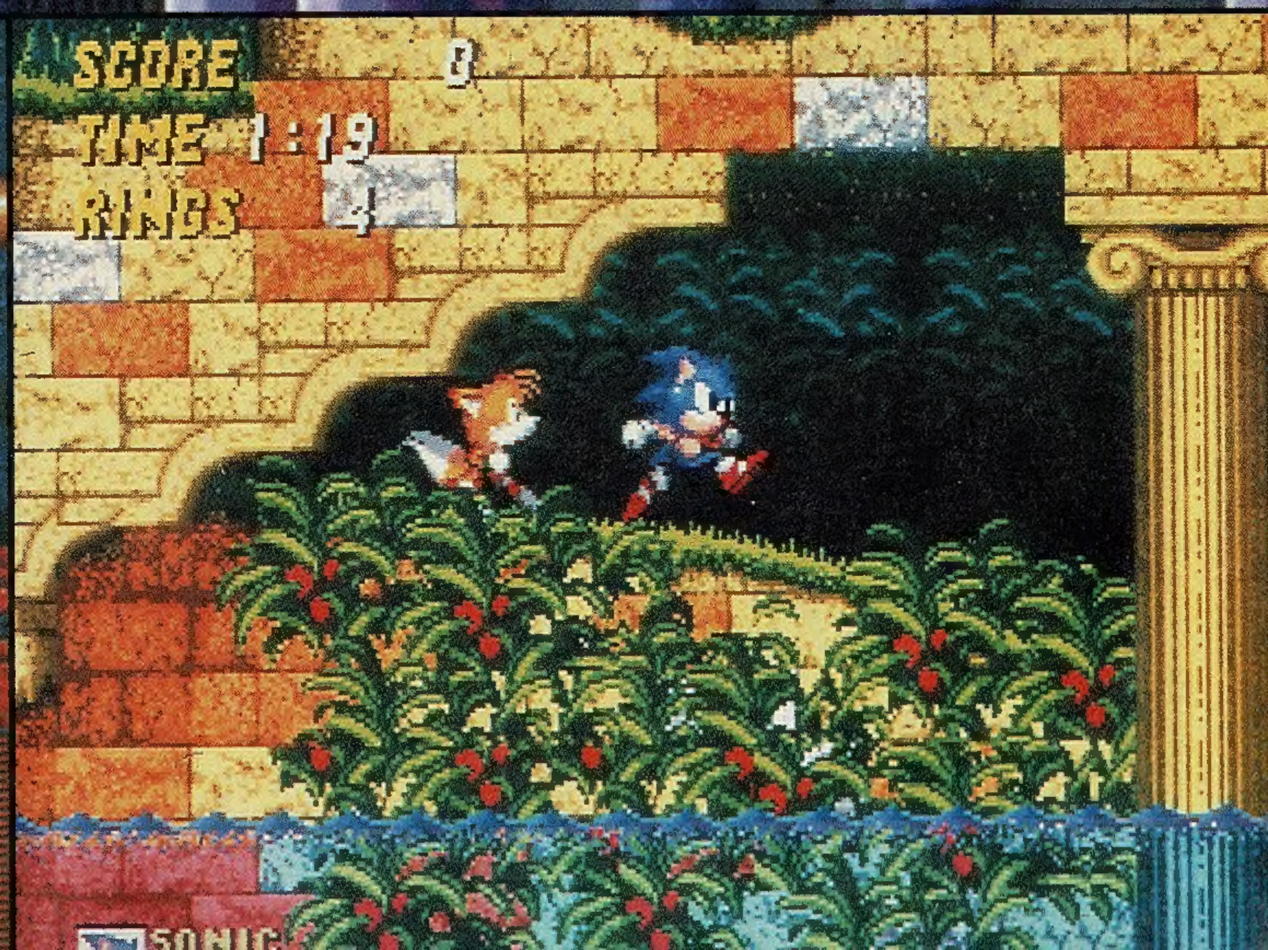

SCORE 300
TIME 1:37
RINGS 3

SCORE 200
TIME 1:28
RINGS 0
SONIC
× 3

TIME 0:51
RING 23
SONIC
× 3


SCORE 0
TIME 0:32
RINGS 7
SONIC
× 3


SCORE 500
TIME 2:05
RINGS 1


SCORE 0
TIME 1:19
RINGS 4

THE OFFICIAL

SONIC™ THE HEDGEHOG YEARBOOK

WIN A MEGA-CD! IN OUR GREAT FREE TO ENTER COMPETITION

Grandreams

CE

© Sega Enterprises Limited 1991.
© Sega Enterprises Limited 1992.
Licensed by Copyright Promotions Limited.

ISBN 1-85830-073-8

9 781858 300733 >